



CONTENTS:



1 game board



116 playing cards



4 game figurines



1 dice



1 bag with lettered playing tiles

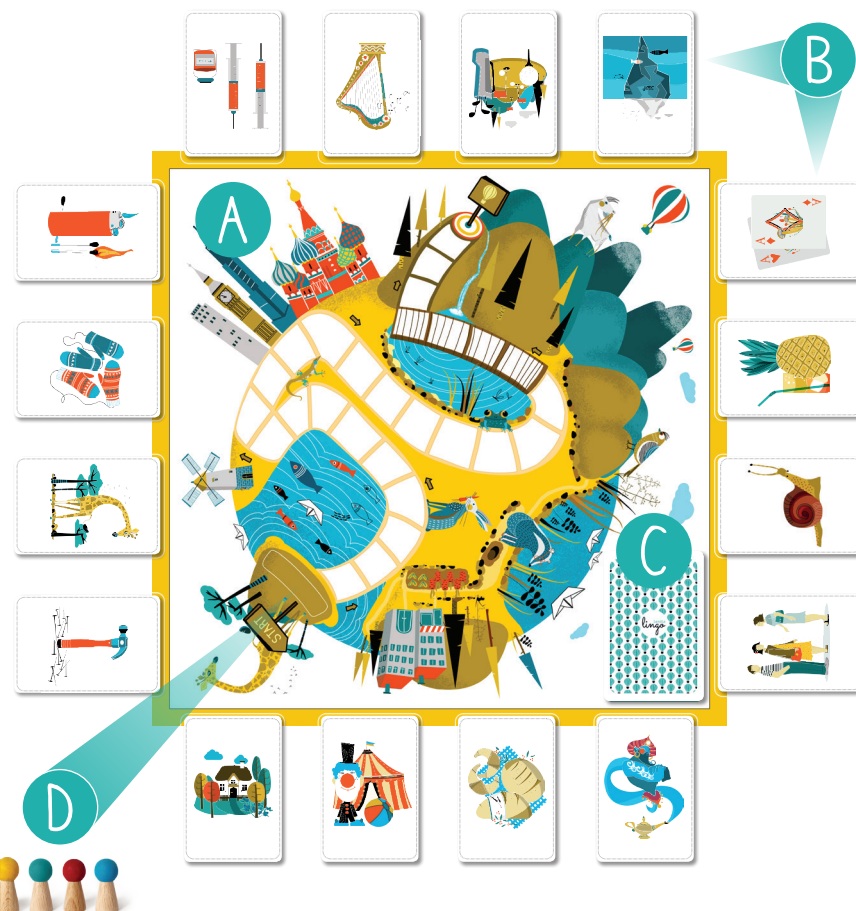
Do you want to torment your brain cells, develop the imagination, expand your vocabulary, connect contexts to fulfil the task? Welcome to Lingolandia. The game is intended for two to eight players of all ages who want more from a game. Based on natural competition, players will improve their spelling and awareness of the first letter of each word used, expand their vocabulary not only in their mother tongue but also in a foreign language and learn to use and logically combine all the knowledge they have ever learned.

*There is not only one right solution in Lingoland.
Therefore, each game is an original adventure.*

INSTRUCTIONS AND RULES

Before the first game, stick the letters from the sticker sheet on the wooden tokens.

1. Players unfold the game board **A** and place the game cards in the correct places on the board **B**. The remaining cards are placed in a draw pile on the game board in place **C**.
2. According to the number of players, all game figurines are placed at the START of the game **D**. If there are more than four players, teams of two will compete together using the same figurine.
3. Before the start of the game, it is possible to remove from the bag all letters that the players don't want to use during the game. The reason for this is that there may only be very few words in the language that the game will be played in (e.g., for Slovak, it is recommended to remove X, Y, W, Q).
4. The playing order will be determined by the letters each player draws from the bag at the start. Whoever draws a letter closest to the start of the alphabet goes first. The playing order then continues in a clockwise direction. Once the players have familiarized themselves with the visible cards in play, the game can begin.



HOW TO PLAY

The first player chooses a lettered playing tile and roles the dice.

If the dice lands on 2, 3, 4 or 5, the player will play their turn.

- The thrown number dictates how many words beginning with the drawn letter the player will need to find in the game cards. Each player may only use **a term or expression** once in each turn. Repetition of any word in a turn is not allowed.

Each game card is suggestive of many words. This creates the possibility for each player to interpret each card differently. However, a turn can only be considered successfully completed if there is a logical connection between the word a player chooses and the illustration on the card.

- A turn is over when the player provides **as many words using the cards as the throw of the dice dictated** at the start of the turn. The player then moves their figurine forward by the same number of spaces.
- **Should a player not complete their turn** (by not providing enough words), then they stay in the same place on the game board.

END OF TURN

All used cards are placed at the bottom of the drawing pile and missing spaces on the game board are filled.

All used letters at the end of a turn are placed in the game box. Should all letters from the bag have been used, the bag will be filled with the already used letters.

Once a player has played their turn, the game continues in a clockwise direction.

END OF GAME

The winner is the player who reaches the finishing square first. Should more than one player reach the finish at the same time, a tie will be declared and victory will be shared equally.

VARIATIONS

The game can be adapted with alternative rules depending on the players' age.

- Time limit to complete a turn, e.g.: 1 minute
- Game language: emphasis is on the written form of the word in the case of foreign languages (e.g., in English, C - car).

Each card which has been played is then placed in front of each player to make clear that the card has been used or that the player did not complete their turn.

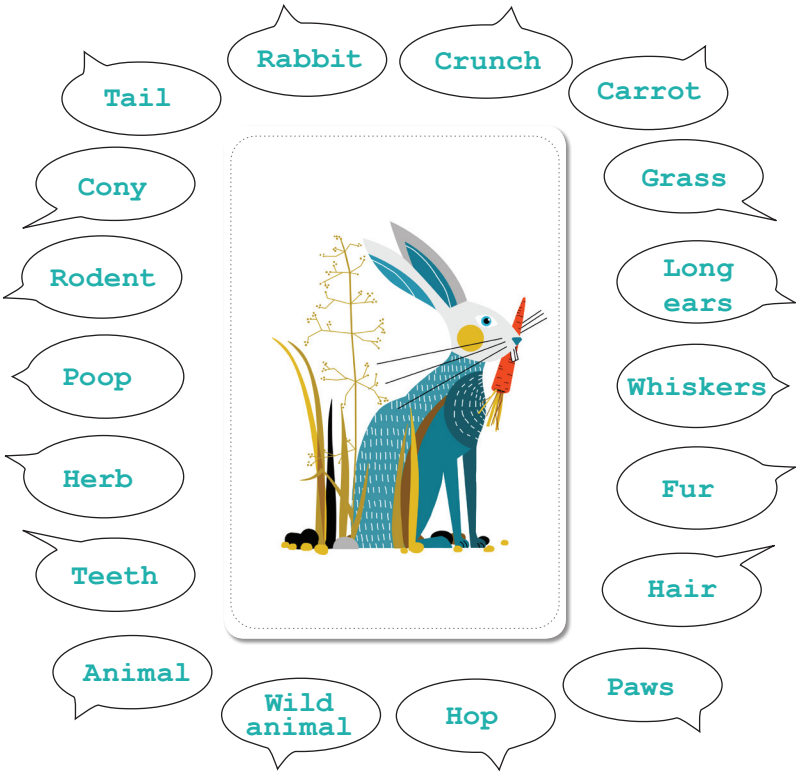
Once a player has finished their turn, the other players in the game will get the chance to find some words. Following a clockwise direction, each competing player may choose one of the outstanding cards to name and, by doing so, move forward one square.

If the dice lands on a special symbol, a group round will be played.

In the group round, **each player looks** for words on the playing cards at the same time. Players have to indicate a card with their finger and name it. If the word and the card are connected, the player places the card in front of them. The group round ends when one of the players has **three cards in front of them** or when the players can find no more words on the cards. At the end of the group round, each player moves forward by the number of spaces corresponding to the number of cards they won in the round.

The game resumes with the player who threw the dice last as, by starting the group round, they did not get to play their own turn.

EXAMPLES OF WORD CONNECTIONS FORMED FOR ONE PLAYING CARD



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For rules in
other languages
please visit:

